

Nintendo®

SERVICE DEPARTMENT

BULLETIN # MGS-01

GAME: VS. DualSystem, VS. UniSystem

SUBJECT: Gun Games

The gun games on the VS. System incorporate a gun that is a light-sensing device. At the time the trigger is pulled, the screen becomes black for a moment except for the area around the targets which is white. This is seen by the player as a flash on the screen. If the gun is aimed at a target during this moment, the game will register a hit.

Because of this type of operation, the brightness of the monitor becomes crucial, and if misadjusted, the gun may have problems registering a hit. If the brightness is too low, the gun may miss a hit. If the brightness is too high, the gun may register a hit no matter where it is pointed on the screen. It also may hit the wrong object, or it may not register a hit at all.

There are three controls on the monitor which may have to be adjusted to gain optimum operation. These controls are brightness, sub-brightness, and the screen control. When the game is credited (and before it is started), the controls should be adjusted so that the background around the start characters is completely black with no raster visible. If you still continue to have problems, further adjustment may be necessary. Also, be sure to check all gun connections and p.c. board capacitor modifications as outlined in the "Gun Kit Manual".